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[0050] Here, the change button 6 is pressed when exchanging the bill inserted in the bill insertion portion 10, and the exchanged coins are paid out through a coin payout chute 15 to a coin tray 16 which is formed at the lower part of the cabinet 2. To the change button 6, a change switch 62 (explained hereinafter) is attached, and a switch signal is output to a CPU 50 from the change switch 62 based on press of the change button 6.

[0051] The payout button 7 is usually pressed when games are terminated, and when the payout button 7 is pressed coins got in games are paid out through the coin payout chute 15 to the coin tray 16. Here, to the payout button 7, a payout (cashout) switch 63 (mentioned hereinafter) is attached and a switch signal is output to the CPU 50 from the payout switch 63 based on press of the payout button 7.

[0052] The help button 8 is pressed when the player cannot understand game operation method, and when the help button 8 is pressed, various help information is displayed on the upper liquid crystal display 3 or the lower liquid crystal display 4. To this help button 8, a help switch 64 (mentioned hereinafter) is attached and a switch signal is output to the CPU 50 from the help switch 64 based on press of the help button 8.

[0053] To the coin insertion slot 9, a coin sensor 65 (mentioned hereinafter) is positioned, and when the coin is inserted in the coin insertion slot 9 a coin detection signal is output to the CPU 50 through the coin sensor 65. And to the bill insertion portion 10 a bill sensor 66 (mentioned hereinafter) is positioned, and when the bill is inserted in the bill insertion portion 10 a bill detection signal is output to the CPU 50 through the bill sensor 66.

[0054] As for the 1-BET button 11, every the 1-BET button is pressed one credit is betted, and to the 1-BET button 11, a 1-BET switch 59 is attached and when the 1-BET button 11 is pressed a switch signal is output to the CPU 50 from the 1-BET switch 59 based on press of the 1-BET button 11.

[0055] The SPIN/REPEAT BET button 12 is the button to start games from the present bet number or the previous bet number by press thereof, thereby variable display of the symbols is started on the variable display portions 21 to 25 of the lower liquid crystal display 4. To the SPIN/REPEAT BET button 12, a spin switch 58 (mentioned later) is attached, and when the SPIN/REPEAT BET button 12 is pressed a switch signal is output to the CPU 50 from the spin switch 58 based on press of the SPIN/REPEAT BET button 12. Here, as the bet number which can be betted by press of the SPIN/REPEAT BET button 12, there may exist 1, 2, 3 and 5 bets.

[0056] The 3-BET button 13 is the button to start games from 3 bets on the basis of press thereof. To this 3-BET button 13, a 3-BET switch 60 (mentioned hereinafter) is attached and when the 3-BET button 13 is pressed a switch signal is output to the CPU 50 from the 3-BET switch 60. And the 5-BET button 14 is the button to start games from 5 bets on the basis of press thereof. To the 5-BET button 12, a 5-BET switch 61 is attached and when the 5-BET button is pressed a switch signal is output to the CPU 50 from the 5-BET switch 61 on the basis of press thereof.

[0057] Further, at the lower part of the cabinet 2, the coin payout chute 15 is formed and the coin tray 16 to receive coins paid out from the coin payout chute 15 is provided. In the coin payout chute 15, a coin detection part 73 constructed from a sensor and the like is positioned and the coin detection part 73 detects the number of coins paid out from the coin payout chute 15.

[0058] At the most front side of the control panel 5, stop buttons 27 to 29 are provided corresponding to each of the variable display portions 22 to 24, respectively. Here, as mentioned hereinafter, although these stop buttons are pressed when the symbols, which are scrolled on the variable display portions, are stopped and displayed thereon, the symbols cannot be stopped at timing of the press operation of the stop buttons 27 to 29. The switch signal output from the stop button switch 67 based on press of each of the stop buttons 27 to 29 is utilized to the end only as a trigger when the symbols scrolled on the variable display portions are stopped and displayed.

[0059] Further, at the side plane (the right side plane in FIG. 1) of the cabinet 2, a start lever 17 is arranged rotatably within a predetermined angle range. To the start lever 17, a start switch 57 (mentioned hereinafter) is attached and when the start lever 17 is rotated a switch signal occurring from the start switch 57 is output to the CPU 50.

[0060] Next, it will be described a detailed construction of the lower liquid crystal display 4 and reels rotatably arranged behind the lower liquid crystal display 4 in the cabinet 2, with reference to FIGS. 2 and 3. FIG. 2 is a longitudinal sectional view of the lower liquid crystal display and the reels, and FIG. 3 is an exploded perspective view of the lower liquid crystal display 4.

[0061] In FIGS. 2 and 3, the lower liquid crystal display 4 is arranged within a display window 21 of a device front panel 20 positioned at the front center part of the cabinet 2 in the slot machine 1, with a touch panel 30 arranged at the front side (the left side in FIG. 2) of the lower liquid crystal display 4. And at the rear side (the right side in FIG. 2) of the lower liquid crystal display 4, three reels 220 (only one reel 220 is indicated in FIG. 2) are supported in a parallel state so that the reels 220 become independently rotatable.

[0062] That is to say, as shown in FIG. 2, the lower liquid crystal display 4 is arranged in front of three reels 220. And a base game mentioned later is conducted on the lower liquid crystal display 4 and a free game mentioned later is conducted on the reels 220.

[0063] Here, each reel 220 will be described. Among three reels 220, the left reel 220 when seen from the front plane of the slot machine 1 faces to a display portion 22 (see FIG. 1) formed in the lower liquid crystal display 4, the center reel 220 faces to a display portion 23 (see FIG. 1) similarly formed in the lower liquid crystal display 4 and the right reel 220 faces to a display portion 24 (see FIG. 1) similarly formed in the lower liquid crystal display 4.

[0064] Here, construction of each of the variable display portions 22 to 24 win be described hereinafter.

[0065] Further, on an outer periphery of each reel 220, various kinds of symbols shown in FIG. 7 (three kinds of symbols are indicated in FIG. 7) are formed, such symbols being used in a free game explained hereinafter. Concretely, as kinds of symbols formed on the outer periphery of the reel 220, a seven symbol 191, a triple symbol 192 and a double